Supporting Children with Autism in a Preschool Classroom

Adaptations

- Picture Schedules
 - o Examples (notebooks, lids, flip charts, pictures, shapes)
- Behavior Support Plans
 - o Precision Commands
 - o Functional Behavior Assessments
 - Faded Reinforcement
- Relationship Development Activities
 - o Observe
 - o Join In
 - Assisting
 - Labeling & Sounds
 - Playful Obstruction
 - o Make a game or routine
 - Facilitate child initiation
 - Extend & Expand Activity
- Discreet Trial Activities
 - o Concrete simple directions with prompting and immediate reinforcers
- Facilitating Communication
 - o Picture Exchange Communication System
 - o Gestures, Eye-contact & words

Daily Schedule

- Transitions
 - o Picture schedule
 - Simple directions
 - o Precision commands
- Sitting and Participating in Group Activities
 - Large Group Activities
 - Faded reinforcements
 - Highly engaging
 - Small group activities
 - Simplify activity/expectations
 - Shorten time when possible
- Snack Time
 - Highest priority at snack for these kiddos= LANGUAGE
 - Use highly desirable foods
 - Break food into small amounts
 - Gesturing, Modeling, Pictures & Eye contact
 - Continue to introduce new foods
- Work (Play) Time
 - Help student get regulated
 - Relationship Development Activities

Relationship Development Activities

Ideas for Games & Routines

- Visual engagement/eye contact
 - Peek-a-boo with masks, blankets, bouncing on ball with face towards adult, tunnel, bean bag/stuff animal 'squishing' games, tickling games, swing in swing
- Joint Attention
 - Tickling games, gross motor games (swinging around, dropping backwards & being pulled up), toys that elicit activity for a response (e.g. Jack-in-the-Box)
- Turn taking
 - Turn taking activities with toys (e.g. I build a piece, you build a piece; I
 put it in, you put it in) and with Engagement and Joint attention activities
 (e.g. I peek-a-boo then you peek-a-boo)

Precision Commands

Steps

- 1. (Name) please (direction)
 - Wait 8-10 seconds
- 2. (Name) (direction) now
 - Wait 8-10 seconds
- 3. Okay, I will help you (help child)

Example

- 1. Jacob, please stand up Wait 8-10 seconds
- 2. Jacob, stand up now Wait 8-10 seconds
- 3. I will help you ... Immediately help child

Discrete Trial

Direction Procedure

Cue Response Reinforcement

Correction Procedure

Cue Response Correction procedure

- 1. Wait
- 2. Say "No"
- 3. Re-cue
- 4. Prompt
- 5. Praise

Model/Verbal

Indep

Partial Physical

Full Physical

Prompt Hierarchy